

WHAT IS CLAIMED IS:

1. An action figure game piece comprising:
a game figure character adapted for movement a distance over a surface;
and
means for indicating the distance of movement over the surface.
2. The game piece of claim 1, wherein the indicating means provides an audible indication of the distance.
3. The game piece of claim 1, wherein the indicating means provides a visual indication of the distance.
4. The game piece of claim 1, wherein the indicating means provides a visual and an audible indication of the distance.
5. The game piece of claim 1 including means for attacking another game piece.
6. The game piece of claim 5 wherein the attacking means comprises means for launching a projectile.
7. The game piece of claim 6, wherein the projectile launching means is spring-loaded.
8. The game piece of claim 5 wherein the attacking means comprises:
a spring;
a striking portion; and
means for permitting rotation of the striking portion of the game piece in a first direction relative to the spring to bias the striking portion, such that the striking portion will rotate in a second, opposite direction upon release.
9. The game piece of claim 1 wherein the distance indicating means comprises:
an axle;

a wheel fixedly secured to the axle and adapted for rotary engagement with the surface, to rotate the axle upon movement of the game piece over the surface; and

means for indicating progressive rotation of the axle.

10. The game piece of claim 9 wherein the indicating means provides an audible indication of the distance.

11. The game piece of claim 10, wherein the indicating means comprises:

a gear fixedly secured to the axle and including a plurality of teeth;
and

a clicker having a first end secured to the base portion and a second end engaging the gear, such that rotation of the wheel as the game piece is moved over the surface rotates the gear teeth against the clicker second end, providing an audible clicking sound.

12. The game piece of claim 11, wherein the gear and the clicker are disposed in a chamber.

13. The game piece of claim 9 wherein the indicating means provides a visual indication.

14. The game piece of claim 13 wherein the indicating means comprises:

a pinion gear fixedly secured to the axle and including a plurality of teeth;

a circular rack engaging the pinion gear, wherein the circular rack includes a surface having circumferentially spaced indicia; and

a faceplate adjacent the rack surface, the faceplate having a visual aperture aligned with the indicia to sequentially display the indicia as the rack rotates.

15. The game piece of claim 1 including means for alternatively displaying and shielding an indicium indicative of a special characteristic of the game piece.

16. The game piece of claim 15 wherein the alternatively displaying and shielding means comprises:

a faceplate having a visual aperture; and

means for alternatively displaying and shielding the indicium through the aperture.

17. The game piece of claim 16 wherein the means for alternatively displaying and shielding the indicium through the aperture comprises:

an axle;

a wheel fixedly secured to the axle and adapted for rotary engagement with the surface; to rotate the axle upon movement of the game piece over the surface;

a pinion gear fixedly secured to the axle and including a plurality of teeth; and

a circular rack engaging the pinion gear, wherein the circular rack includes a surface carrying the indicium and disposed adjacent the faceplate.

18. An action figure game piece comprising:

a game figure character and a base portion, the base portion adapted for movement a distance over a surface;

means disposed within the base portion for audibly indicating the distance of movement over the surface; and

means for attacking another game piece.

19. The game piece of claim 18 wherein the audible indicating means comprises:

an axle;

a wheel fixedly secured to the axle and adapted for rotary engagement with the surface; to rotate the axle upon movement of the game piece over the surface;

a pinion gear fixedly secured to the axle and including a plurality of teeth; and

a clicker having a first end secured to the base portion and a second end engaging the pinion gear, such that rotation of the wheel as the game piece is moved over the surface rotates the pinion gear teeth against the clicker second end, providing an audible clicking sound.

20. The game piece of claim 18 including means for providing a visual indication of the distance of movement over the surface.

21. The game piece of claim 20 wherein the visual indicating means comprises:

a circular rack engaging the pinion gear, wherein the circular rack includes a first surface having circumferentially spaced first indicia; and

a first faceplate on the base portion adjacent the rack surface, the first faceplate having a first visual aperture radially aligned with the first indicia to sequentially display movement of the first indicia as the rack rotates.

22. The game piece of claim 18 wherein the attacking means comprises means for launching a projectile.

23. The game piece of claim 22, wherein the projectile launching means is spring-loaded.

24. The game piece of claim 18 wherein the attacking means comprises:
a spring;
a striking portion; and

means for permitting rotation of the striking portion of the game piece in a first direction relative to the spring to bias the striking portion, such that the striking portion will rotate in a second, opposite direction upon release.

25. The game piece of claim 18 including means for alternatively displaying and shielding an indicium indicative of the presence or absence of a special characteristic of the game piece.

26. The game piece of claim 25 wherein the alternatively displaying and shielding means comprises:

a second indicium disposed on the rack surface; and

a second faceplate on the base portion adjacent the rack surface, the second faceplate having a visual aperture radially aligned with the second indicium to alternatively display the presence or absence of the second indicium.

27. A method of playing an action figure game on a surface, the method comprising:

providing for each player a plurality of game pieces, each game piece having an indicium indicating a point value, a means for indicating a distance the game piece has moved over the surface, and a means for attacking an opponent player's game pieces;

selecting for each player a group of the game pieces having point values summing to a predetermined value; and

selecting a number of actions each player can take per player's turn, an action comprising either a move, comprising moving a game piece a distance up to the particular game piece's point value, or an attack, comprising actuation of the particular game piece's attacking means, wherein the players alternate taking turns, selectively making a move or an attack, until the game is determined to have ended.

28. The method of claim 27 wherein a game piece is removed from the game if the game piece is determined to have been killed by an attack.

29. The method of claim 28 wherein at least one of each game piece in each of the plurality of game pieces includes means for randomly providing the player with a reward if that particular game piece is killed.

30. The method of claim 28 wherein a game piece is killed if the game piece is knocked over by an attack.

30. The method of claim 27, wherein the game ends upon completion of a predetermined time period.

31. The method of claim 28 wherein the game ends upon elimination of all of one of the players' game pieces.

32. The method of claim 27 wherein each player may take up to a predetermined number of actions per turn.

33. The method of claim 32 wherein the number of actions per turn is three.

34. The method of claim 33 wherein each player can take no more than two actions or moves per turn.

35. The method of claim 32 wherein any particular game piece can perform multiple actions per turn.

36. A method of playing an action figure game on a surface, the method comprising:

providing for each player a plurality of game pieces, each game piece having an indicium indicating a point value, a means for indicating a distance the game piece has moved over the surface, and a means for attacking an opponent's game pieces, wherein each of the plurality of game pieces includes at least one game piece having a close-acting attacking means and at least one game piece having a distance-acting attacking means.

selecting for each player a group of the game pieces having point values summing to a predetermined value;

selecting a number of actions each player can take per player's turn, an action comprising either a move, comprising moving a game piece a distance up to the particular game piece's point value, or an attack, comprising actuation of the particular game piece's attacking means; and

removing a game piece from the game if the game piece is determined to have been killed by an attack, wherein the players alternate taking turns, selectively making a move or an attack, until the game is determined to have ended.

37. The method of claim 36 wherein at least one of each game piece in each of the plurality of game pieces includes means for randomly providing the player with a reward if that particular game piece is killed.

38. The method of claim 36 wherein a game piece is killed if the game piece is knocked over by an attack.

39. The method of claim 36, wherein the game ends upon completion of a predetermined time period.

40. The method of claim 36 wherein the game ends upon elimination of all of one of the player's game pieces.

41. The method of claim 36 wherein each player may take up to a predetermined number of actions per turn.

42. The method of claim 41 wherein the number of actions per turn is three.

43. The method of claim 41 wherein each player can take no more than two actions or moves per turn.

44. The method of claim 36 wherein any particular game piece can perform multiple actions per turn.